

ABSTRACT OF THE DISCLOSURE

A game management system includes: a resonant tag which records card identification information and is provided with each of a plurality of cards; a wireless ID tag which records chip identification information and is provided with each of a plurality of chips; a first identification information detector which is provided with a game table and detects the card identification information concerning each of the plurality of cards; a second identification information detector which is provided with the game table and detects the chip identification information concerning each of the plurality of chips; a readout unit which is provided with the game table and acquires personal information for identifying a participant in a game; and a PTS server and a accumulation/analysis server which manage tracks and results of the game played on the game table in association with the personal information based on the card and chip identification information.